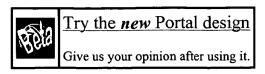


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Dan Decasper , Zubin Dittia , Guru Parulkar , Bernhard Plattner ACM SIGCOMM Computer Communication Review , Proceedings of the ACM SIGCOMM '98 conference on Applications, technologies, architectures, and protocols for computer communication October 1998 Volume 28 Issue 4

Present day routers typically employ monolithic operating systems which are not easily upgradable and extensible. With the rapid rate of protocol development it is becoming increasingly important to dynamically upgrade router software in an incremental fashion. We have designed and implemented a high performance, modular, extended integrated services router software architecture in the NetBSD operating system kernel. This architecture allows code modules, called plugins, to be dynamically ...

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14 Achieving utility arbitrarily close to the optimal with limited energy

82%

Gang Qu , Miodrag Potkoniak

Proceedings of the 2000 international symposium on Low power electronics and design August 2000

Energy is one of the limited resources for modern systems, especially the batteryoperated devices and personal digital assistants. The backlog in new technologies for more powerful battery is changing the traditional system design philosophies. For example, due to the limitation on battery life, it is more realistic to design for the optimal benefit from limited resource rather than design to meet all the applications' requirement. We consider the following problem: a system achieves a cer ...

15 A wireless fair scheduling algorithm for error-prone wireless channels

80%

P. Lin , B. Bensaou , Q. L. Ding , K. C. Chua

Proceedings of the 3rd ACM international workshop on Wireless mobile multimedia August 2000

In order to sustain relatively differentiated QoS over time-varying shared wireless medium with location-dependent errors, we propose in this paper a wireless fair scheduling algorithm which tries to both provide short-term fairness in the rate proportional guarantee sense and maintain a reasonable system throughput. Different implementation issues are discussed and performance is compared to alternative approaches found in the literature in which short term fairness is sacrificed for syste ...

16 A unified architecture for the design and evaluation of wireless fair 4 queueing algorithms

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17 Fair scheduling in wireless packet networks

Songwu Lu , Vaduvur Bharghavan , R. Srikant

IEEE/ACM Transactions on Networking (TON) August 1999

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18 An integrated congestion management architecture for Internet hosts

80%

🙀 Hari Balakrishnan , Hariharan S. Rahul , Srinivasan Seshan

ACM SIGCOMM Computer Communication Review, Proceedings of the conference on Applications, technologies, architectures, and protocols for computer communication August 1999

Volume 29 Issue 4

This paper presents a novel framework for managing network congestion from an end-to-end perspective. Our work is motivated by trends in traffic patterns that threaten the long-term stability of the Internet. These trends include the use of multiple independent concurrent flows by Web applications and the increasing use of transport protocols and applications that do not adapt to congestion. We present an end-system architecture centered around a Congestion Manager (CM) that ensures proper conge ...

19 A model, analysis, and protocol framework for soft state-based

80%



Suchitra Raman, Steven McCanne

ACM SIGCOMM Computer Communication Review , Proceedings of the conference on Applications, technologies, architectures, and protocols for computer communication August 1999

Volume 29 Issue 4

"Soft state" is an often cited yet vaque concept in network protocol design in which two or more network entities intercommunicate in a loosely coupled, often anonymous fashion. Researchers often define this concept operationally (if at all) rather than analytically: a source of soft state transmits periodic "refresh messages" over a (lossy) communication channel to one or more receivers that maintain a copy of that state, which in turn "expires" if the periodic updates cease. Though a nu ...

20 Hierarchical packet fair queueing algorithms

80%



🦄 Jon C. R. Bennett , Hui Zhang

ACM SIGCOMM Computer Communication Review , Conference proceedings on Applications, technologies, architectures, and protocols for computer communications August 1996

Volume 26 Issue 4

Hierarchical Packet Fair Queueing (H-PFQ) algorithms have the potential to simultaneously support guaranteed real-time service, rate-adaptive best-effort, and controlled link-sharing service. In this paper, we design practical H-PFQ algorithms by using one-level Packet Fair Queueing (PFQ) servers as basic building blocks, and develop techniques to analyze delay and fairness properties of the resulted H-PFO servers. We demonstrate that, in order to provide tight delay bounds in a H-PFQ server, it ...

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short listing





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